

## AUTOMOBILE REPAIR AND MAINTENANCE

Automobile repair and maintenance activities have the potential to contribute directly to storm drain systems primarily through spills or the dumping of waste fluids being conveyed to the storm drain. Automotive fluids, such as oils, greases, and solvents, are hydrocarbon based, and may contain metals, chlorinated hydrocarbons, and other toxic compounds. Removal of caked dirt and grime from an automobile increases the sediment load to the storm drain system. Pollution prevention activities are used to prevent spills from occurring in locations where runoff will carry the spill to the storm drain.

RECYCLE USED OIL

Think before leaving anything in the storm drain. The ocean starts at your front door.

## Designated BMPs

- Recycle used oil and antifreeze by taking them to service stations and other recycling centers. Never pour oil in storm drains or areas draining to the storm drain.
- Perform automobile repair and maintenance under a covered area. Do not perform repair and maintenance activities n during periods of precipitation.
- Immediately clean up and contain any release of fluids. Dispose of all waste and adsorbent materials properly.
- Store hazardous materials and wastes (including, but not limited to, fluids, solvents, parts containing fluids, batteries) indoors, under cover, or in watertight containers.
- Perform automobile maintenance and repairs over impervious surfaces such as concrete, so spills and waste material should be readily cleaned up.
- Use drip pans, plastic sheeting, or equivalent to contain spills and waste material from reaching storm drains.
- Dispose of cleaning solvents at the designated hazardous waste center.

## Optional BMPs

- Do not buy fluids containing target compounds (e.g. degreasers containing PERC).
- Substitute non-chlorinated cleaning solvents (e.g. kerosene) for chlorinated solvents.
- Monitor parked or stored vehicles and equipment for leaks and place pans under leaks to collect fluids for proper disposal or recycling.